

EDUCATIONAL GAME EVALUATION RUBRIC



Adapted from BrainPOP
<https://www.brainpop.com/>

Time to fulfill learning objectives			No	Yes
		Are there supporting materials?		
	Yes	No	Is the game browser-based?	
Sound controls	Yes	No	Are there external links?	
Is it crossbrowser compatible?	Yes	No	Proper grammar?	
Appropriate content and tone?			Characters represent diversity?	
Available languages				

Rate each of the following criteria on a scale of 1–5 with 5 being the best.

REPRESENTATION OF CONTENT

Accurate
 1 The physics of this game are all screwed up and buggy! And what about friction?
 3 Debatable representation of content.
 5 Accurate; appropriate detail for learning objectives.

Interactive
 1 Content is largely static with very few ways to manipulate; basically, flashcards.
 3 Mixed static and dynamic elements, some limited feedback.
 5 Player has freedom to experiment and receives meaningful feedback.

Alternative representation
 1 Content is communicated solely in a single mode
 3 Visual instructions are provided in auditor format
 5 the Player can understand content through various modes

GAMEPLAY

Compelling Objectives
 1 Once I figured out what I was supposed to do, it was trivial, like TicTacToe.
 3 It's fun. I'm not sure I'd play it longer than a half hour or so.
 5 A day to learn, a lifetime to master. The Chess of educational games.

Integrated Content and Gameplay
 1 It's like GoFish with multiple choice questions stapled to the backs of the cards.
 3 Pretty good. The educational aspects of gameplay seem a little tangential.
 5 The content and game are ONE.

Embedded Assessment		1 You could easily beat this game without learning a thing about the content.
		3 Some kids might learn the content but others could probably fudge their way through.
1 2 3 4 5		5 Beating this game without achieving the learning objective seems really difficult.

Levels of difficulty and competence		1 There is no variation and option for changing level of difficulty
		3 There is a way to go to the previous stage (difficulty level) if you fail the next one
1 2 3 4 5		5 The player can choose level of difficulty and level of competence for the same objective

Bloom's Action Verbs	<ul style="list-style-type: none"> • Memory — Player memorizes facts, rules, etc. • Comprehension — Player translates, interprets, identifies examples, etc. • Application — Applies rules, methods, and principles to unique problems or puzzles. • Analysis — Breaking wholes into parts, comparing and attributing. • Evaluation — Hypothesizing, experimenting, and testing, reflecting, validating. • Creation — Designing, programming, drawing, etc.
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List the different content that is covered by the game. Rate based on the following:

Content	Accuracy	Interactivity	Assessment	Integrated	Bloom's

PEDAGOGY

Adaptive Instruction and Feedback		1 Out of context, text-heavy instructions and little in-game feedback.
		3 The directions were heavy at the beginning but you could learn from just playing too.
1 2 3 4 5		5 I messed up a lot but it's ok and each time I learned a little more (Freedom to Fail).
Amount of Instruction		1 Stop telling me what to do! OR I'm completely lost!
		3 Sometimes there were too many or too little instructions. Usually it was just enough.
1 2 3 4 5		5 Like Navi in Zelda, there when I need it and tucked away when I don't.
Interface		1 I've been clicking around for 5 minutes now and I can't figure this thing out at all.
		3 This is relatively painless to use. There are a few things I wish they'd done differently.
1 2 3 4 5		5 This is as easier to use than my iPad. Watch out Apple.
Alternative access		1 I can use only one input method (eg touch)
		3 Nice, I can connect an alternative pointing device
1 2 3 4 5		5 Great! It is switch accessible!

MULTIMEDIA

Audio						1 This is worse than Christmas carols in April!
						3 Not bad. I wanted to turn it off after playing for a while.
						5 Completes the experience.
Artwork						1 Seems hastily done. Could be better used to illustrate content.
						3 Cool concepts but a little rough around the edges.
						5 Imaginative and well-produced. Excellent visualizations of subject material.
Narrative and Theme						1 Uninspired and poorly executed. What does it have to do with the content?!
						3 Pretty cool story. It's a little stretched how the content fits in.
						5 Engaging and meaningful context. Player can try on new identities.
Stimuli						1 There is too much going on at the same time, I'm confused!
						3 Visual is ok but you talk too fast
						5 Good! Multimedia combination is functional, complementary and alternative to each other.

Notes: